

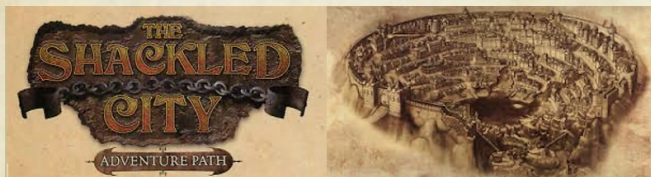
Shackled City Volume Three



*Adimarchos
in angelic and
demonic forms*

A Campaign Log of The Shackled City Adventure Path





Campaign Began: October 29th, 2009

Final Session Was: August 28th, 2022

DUNGEON MASTER: Hank Woon

[Pathfinder Wiki](#)

[Wikipedia](#)

PREVIOUS SYNOPSSES AVAILABLE

[SHACKLED CITY VOLUME ONE](#)

[SHACKLED CITY VOLUME TWO](#)

CHAPTERS

- **CHAPTER 10:** Thirteen Cages by Chris Thomasson (aka Chris Sims) *Sessions: 31 Average Party Level by Completion: 17th*
- **CHAPTER 11:** Strike on Shatterhorn by Christopher Perkins *Sessions: 32-33 Average Party Level by Completion: 19th*
- **CHAPTER 12:** Asylum by Christopher Perkins *Sessions: 34 Average Party Level by Completion: 20th*



The Shackled City Adventure Path concludes!
For the remainder of this campaign, we once again switched VTTs—this time, to [Roll20!](#)



"FACES OF CAULDRON" TWO-PAGE SPREAD
FROM THE SHACKLED CITY ADVENTURE PATH



"VILLAINS OF CAULDRON" TWO-PAGE SPREAD,
FROM THE SHACKLED CITY ADVENTURE PATH



CHAPTER TEN: THIRTEEN CAGES



Joining game...

Dallen Yadwrick has connected.

Dunjun has connected.

DUNGEON MASTER

"Cauldron has been evacuated. In the shuddering red skies above, a vortex is slowly forming above the city—a spiraling scar in the clouds within which can be seen glimpses of an alien sky. As blasts of steam and ash vent out of the volcano, they spiral up and merge with these clouds—a web of terrible, lashing lightning racing within. Some panicked citizens even claim to see tortured faces hidden in them..."



DUNGEON MASTER

Okay, then. You all manage to make it out of the city. Terrified townspeople, cradling the injured, stumble down the slopes of Cauldron.



DUNJUN

Okay, then. Dust myself off. "Welp, that was close. Who wants to get a beer?"



DALLEN

Is the Chultan House still standing?

DUNGEON MASTER

Smoke rises from all across the city, including the direction of the Chultan House...

DUNJUN

Great...

DUNGEON MASTER

...but, you think it's still there. Hard to tell right now.

DALLEN

OK. Tell any of my surviving followers who are around to get the townspeople to safety.

DUNGEON MASTER

Okay, they begin leading the people to safety. We'll say the other players' characters are helping them, since they won't be joining us. On the way down the mountain, you both run into some familiar faces...

DALLEN

Fario! Fellian! Ruphos! Jenya! Why, it feels like it's been years!

DUNGEON MASTER

lol

DUNJUN

lol



MAAVU

Dallen, my friend—are you unhurt?



DALLEN

Aye, it would seem so. But that menacing portal above Cauldron doesn't look promising.



JENYA

Indeed, and we have no time to spare. I have already communed with my deity, and have learned that a powerful ritual is now being performed under the city, using the power of this eruption to fuel the magic necessary to tear a hole into Carceri. If it is not stopped, nothing will prevent an army of demodands from flooding into our realm!

DUNJUN

How long we got?

DUNGEON MASTER

Jenya explains where the cavern is that leads into this underground network of caves. Basically if you leave right now, then once you get there, you will have exactly 10 rounds to stop the ritual. Do you leave?

DALLEN

Yes.

DUNJUN

Make haste!

The 2 adventurers hurry into the caverns, prepared for violence...

DUNGEON MASTER

You enter a massive cavern lit by a large lake of lava. Islands of volcanic stone protrude from the molten rock, but gaps of five to fifteen feet separate them. To the east, the cavern wall curves gently to a larger ledge. At the rear of that far ledge hangs a magnificent tapestry, black with threads of gold strung through it. Through a gap between the tapestry and the wall, you see a dark chamber extending further beyond into darkness. But between here and there, scattered on the small islands, several enemies stand before you—a fire giant, and 5 “flamewarders”—mercenary haraknin canomoprhs!



TI'ROK COALFIRE

The Cagewrights said you would come! Now I have time to avenge my brothers, whom you slew!

DALLEN

Part of Skaithen's vile brood? I'll be happy to send you to him.

TI'ROK COALFIRE

You can try, human. But we have a surprise in store for you—arise, Moltenwing!

DUNGEON MASTER

With his summons, an enormous shape begins to rise out of the magma. Gradually, a shape begins to form. Large sheets of lava pour off of expanding wings like waterfalls. The great beast shakes itself, like a dog shaking off a fresh rain, sending magma flinging in all directions. Roll your Dex saves, then roll for initiative!



The battle is fierce, and it's finally down to the pyroclastic dragon Moltenwing and our two heroes...



Dallen finally uses his Staff of the Magi **to cast** ice storm!

DUNGEON MASTER

You hold out the staff toward the dragon like Skeletor, calling out, “Glacies tempestas!” A swirling tempest of frost and howling winds appear above the dragon, and giant, boulder-sized chunks of hail rain down, sending up snapping hisses of steam. It roars in anger and pain.

DALLEN

And I’m following that up with a quickened *ray of frost*. Ranged attack...



DUNGEON MASTER

Nat 20! A ray of blue-white light lances from your outstretched hand, striking Moltenwing in the chest! That’s enough to end it. The cold radiates through its body. The molten lava freezing rapidly into obsidian, turning it into a statue rising up out of the bubbling magma!

DUNJUN

Noice! I’m gonna take a selfie.

DALLEN

How many rounds do we have left to stop the ritual?

DUNGEON MASTER

Four. And counting.

DALLEN

Guess we’ll have to see what’s behind that curtain another time. I’m betting it’s treasure.

DUNJUN

Feets, don’t fail me now!

Dallen and Dunjun hurry down the corridor, into the final chamber...

DUNGEON MASTER

"This massive elliptical chamber glows with a hellish light from lava bubbling through shaped channels that form a familiar pattern in the floor. These rivers of lava form the sign of the Carcerian Eye, and from the eye's 'pupil' grows a horrendous sight. A large tree of metal erupts from the lava there. Thirteen branches sprout from a central trunk several feet across, twisting menacingly around the chamber to increase the diameter of the area occupied by the tree to nearly sixty feet. The branches are covered in wicked barbs, but each branch tapers to end in a hook. From each hook hangs a cage, and within each cage you see the slumped, dessicated forms of humanoids. These must be the Shackleborn—individuals cursed by fate to be the keys to unlocking the gate to Carceri. Several of the Shackleborn stand around the tree."

DUNJUN

Are those two in there that we know? That little boy and the crazy dwarf?

DALLEN

Hey, you never met the boy. That was only me. I guess I probably told you about it.

DUNGEON MASTER

The boy Terrem and Zenith Splintershield are both in cages. Like the other 11 victims, they appear beyond saving as their life force is drained.



DUNGEON MASTER

The Cagewright before the cage—Dr'ryd—turns to regard you both. You saw him once before, back when you defeated the Lord of the Demonskar. His tortured, misshapen body is awash in a hellish glow from the lava. He looks like a normal shator with the exception of a second, loathsome face and a small, stunted arm and leg that protrudes from the side of his head. This second face resembles Dyr'ryd, but is not identical. The demodand's main is actually the personality known as Dyr, while the second, cancerous face goes by the name Ryd. When Dyr'ryd speaks, both voices rasp just out of synch.

DALLEN

Foul, disgusting thing.

DUNJUN

"Quaaaaaiiiid....!!!"



DYR'RYD



DYR'RYD

I knew I should have killed you instead of leaving you in that desert! *Killed them all! I told you! I told you!* If it weren't for that traitor Karurophon, your bones would be bleaching the desert winds! *Now they die! Now they die!*

DUNJUN

You should have chosen your friends more carefully!

DALLEN

So we have 4 rounds to stop that thing?

DUNGEON MASTER

Three. Took you a round to get in here and take it all in.

DALLEN

Chains are holding each cage up?

DUNGEON MASTER

Correct.

DALLEN

And I assume this thing needs all 13 to power it like some sort of soul-sucking battery?

DUNGEON MASTER

Basically.

DUNJUN

The Matrix. Neo, you're the one.

DALLEN

I cast *disintegrate* at one of the chains. Automatic disintegration.

DUNGEON MASTER

Nice! Which one?

DALLEN

The boy Terrem. He doesn't deserve to suffer.

DUNGEON MASTER

A small beam of brilliant, dazzling green light leaps from the tip of your finger, vaporizing the chain. The cage plunges into the lava. There's a splash, a brief moment where it seems to float, but then quickly sinks, swallowed by the hungry, bubbling magma. The magic spell ritual ends!!! The gate above Cauldron is sealed!

DUNJUN

That was easy.

DALLEN

You're welcome.

DUNGEON MASTER

The Cagewrights don't share your enthusiasm. Roll for initiative!



The battle is joined! Utterly insane, Dyr'ryd converses with himself during the battle. One face compliments the other on a particularly devastating attack, while when a stratagem fails, one chastises the other, screeching imprecations for a few seconds while the vestigial leg twitches and the arm clenches its tiny fist! In the end, our two heroes are victorious (thanks to judicious uses of Fate Points).



ARDETH WEBB

(dying) I told you I like pirates...



DALLEN

And like I told you—it would never work out (stab her through the heart).

And with that, the last of the foes dropped dead. Until next time!

CHAPTER ELEVEN: STRIKE ON SHATTERHORN



And on the following page is an even greater look at the destruction...

Joining game...

Dallen Yadwrick has connected.

Dunjun has connected.

A few weeks go by. The fire of Cauldron are put out. The survivors being picking up the pieces. Maavu is quick to organize a vote, and he throws his weight behind Dallen to be the new Lord Mayor of Cauldron. He wins by a landslide!

And miraculously, the Chultan House survived the eruption:



And current:



DALLEN

One of the first orders of business is to send a messenger north to the city of Greyhawk and hire their best engineer. I want a survey done to ensure there is no further erosion of the city. I want to shore it up, but keep the natural flowing water. That way we don't have to deal with any more ridiculous wands of water control every year during the Flood Festival.

DUNGEON MASTER

That will take a few weeks, but the messenger leaves right away.

After things finally settle down, there is a large meeting at the new town hall (the old one suffered structural damage from Hookface's fire) to go over important matters of business with the new Lord Mayor. Many townsfolk show up...



DUNJUN

Hey, Drace is here with his hot wife.

DUNGEON MASTER

There are many familiar faces in the crowd.

MAAVU

People of Cauldron. I know you all—we all—have been through a lot. But now, may a new era of peace and prosperity reign. The Cagewrights are no more, and you have your new Lord Mayor, Dallen Yadwrick, to thank. He will now hear your cases.

DUNGEON MASTER

The mundane cases of the people go on for hours. Some just want to meet you. Others discuss arrangements for people who lost their homes. Worries about grain supplies, requests to help with funeral costs of family members, pleas for more help to locate people still missing or buried under rubble. You do your best to address each equitably. Then you get to the most important cases.

DUNJUN

Finally. Geez.

MAAVU

I present Mayor Sind Neborn, of Redgorge!



MAYOR SIND NEBERN

Nice to see you again, Dallen. Or should I say, Lord Mayor.



DALLEN

You as well. I believe Redgorge and Cauldron should strengthen our alliance and strategize for securing the greater region. Our two great cities have dwelt in the shadows of the jungle for too long.



MAYOR SIND NEBERN

That's exactly what I hoped to speak to you about. I'm glad that Redgorge can continue to call you friend. I have come to extend that invitation of friendship personally, and offer any aid I might during Cauldron's reconstruction.

DALLEN

Your invitation is gratefully accepted. I will visit Redgorge at the first opportunity allowed.

MAYOR SIND NEBERN

We look forward to your visit, Lord Mayor. We have not forgotten what you have done for us, and the sacrifices you have made.

MAAVU

Next, may I present Allustan, Sage of Diamond Lake!



ALLUSTAN

Well met, Lord Mayor. As said, I am Allustan of Diamond Lake. I am greatly intrigued by your Chultan Exploration Society, and I would like to speak to you about expanding your operations with a new chapter, based out of Diamond Lake.

FOPPISH DALLEN

Intriguing. What do you propose?

ALLUSTAN

My work in Diamond Lake is largely cataloguing the regional history, and local flora and fauna, or the Greyhawk vicinity. Recently, I have noticed an infestation of a dangerous green worm that transforms its host into vile and aggressive undead. This green worm rapidly reproduces in the host, spreading to other life forms it comes into contact with.

FOPPISH DALLEN

I know the green worms of which you speak. We lost a member of the Chultan House to such an infected creature during an incident at this year's Flood Festival.

ALLUSTAN

I heard. I propose you allow me to recruit members in the name of the Chultan House to investigate further. I will send monthly reports.

FOPPISH DALLEN

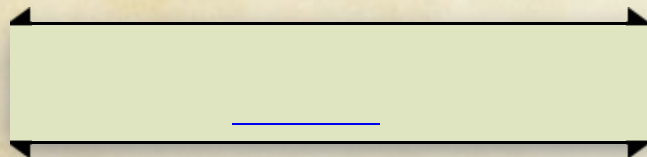
Consider it done.

ALLUSTAN

You are wise, Lord Mayor. I look forward to our relationship.

FOPPISH DALLEN

As do I.



MAAVU

Next, may I present Vanthus Vanderboren and his sister, Lavinia Vanderboren of Sasserine!



LAVINIA VANDERBOREN

Hello again, handsome.



VANTHUS VANDERBOREN

Let's get this over with.

FOPPISH DALLEN

Lady Lavinia. Lovely to see you again.

LAVINIA VANDERBOREN

Same to you, Lord Mayor. We are here on behalf of our parents, Lord and Lady Vanderboren, to express our dismay at the criminal activities of our cousin, Todd Vanderboren. May he rest in peace.

FOPPISH DALLEN

His crimes do not reflect ill on you or your family, Lady Lavinia.

LAVINIA VANDERBOREN

Glad to hear it. I am also to pass along the message that the Dawn Council of Sasserine has decided to lift your banishment. As an important waypoint between Greyhawk and our fair city, Cauldron and its Lord Mayor will always have a friend with us.

FOPPISH DALLEN

Please pass along my gratitude and friendship to the Dawn Council. I look forward to visiting your fine city at the earliest opportunity.

LAVINIA VANDERBOREN

I am very much looking forward to it.

VANTHUS VANDERBOREN

Come, sister. I bore of this.



MAAVU

Next, a member of the MTA (Magical Threats Agency).



MTA GNOME

Lord Mayor, I have come to report that there has been another murder. Another man, a cobbler, murdered his wife and young son, before slicing his own throat. This is the fourth such murder in recent weeks. Our spells have yet to uncover the cause of this seemingly random acts of madness.

FOPPISH DALLEN

Send me a full report of each death. I want to know everything—time, location, race(s), age. Leave nothing out. I will put the full resources of the Chultan Exploratory Society on it immediately.

MTA GNOME

Thank you, Lord Mayor. Expect my report on the morrow.



MAAVU

Next, may I present Jil, formerly of the Last Laugh Thieves Guild.

FOPPISH DALLEN

Formerly, eh?



JIL (IN THIEVES' CANT)

I'm afraid so. Not many of us left. Besides, after betraying my last employer my career as a thief in this region is a bit dubious. And, to be honest, I don't like my chances of finding a career here agreeable with its new Lord Mayor.



FOPPISH DALLEN (IN THIEVES' CANT)

As a thief, certainly not. But you and what's left of your guild have certain skills that I would find useful. Work for me, legitimately, and I will have you pardoned for any past crimes.

JIL (IN THIEVES' CANT)

My lord? I don't know what to say...

FOPPISH DALLEN (IN THIEVES' CANT)

Yes, would be a start.

JIL (IN THIEVES' CANT)

Then yes.

FOPPISH DALLEN (IN THIEVES CANT)

Wise choice. Stand by. Inform your crew. I will call upon you soon enough.



MAAVU

I present Zarkad, captured working for Lady Thiffrane. Previously guilty of conspiring with a hobgoblin slave trader in the Underdark named Kazmojen, but freed by the Stormblades.

FOPPISH DALLEN

Freed after I spared your life and locked you in the Malachite Fortress.



ZARKAD

You left me there to rot!

FOPPISH DALLEN

More than you deserved. Trading in human flesh, and then working for the vile Cagewrights.

ZARKAD

My work may not be honorable in your eyes, but I never betrayed my employer! Do with me what you will, human scum!

FOPPISH DALLEN

Fortunately for you, I don't want to mark the coronation as Lord Mayor with more death. We have seen enough of that. Instead, I offer you an alternative. Work for me. Pay back this city as one of its guardians, receive a fair wage and a warm place to sleep every night, and you will be spared.

DUNGEON MASTER

He seems totally astounded by this offer.

ZARKAD

I... I accept!

MAAVU

Next, I present Terseon Skellerang, former captain of the guard, and his former sergeant, Skylar Lewis.



FOPPISH DALLEN

I meant what I told Zarkad—I do not want to mar the coronation as Lord Mayor with blood. But I cannot promise the same for Redgorge, to whom I remand both of you. The crimes you committed against their people surely won't go unpunished.



TERSEON SKELLERANG

You can't do this! They'll execute us!

FOPPISH DALLEN

Then justice will be served.

MAAVU

Next, I present the Blue Duke.



THE BLUE DUKE

Lord Mayor, congratulations on your election win. Before I left the region, I wanted to have a word.

FOPPISH DALLEN

Of course, Blue Duke. By all means.

THE BLUE DUKE

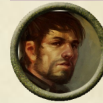
I came to warn you that several Cagewrights still live, rallying behind their leader, the Priestess Embril.

FOPPISH DALLEN

I don't suppose you would happen to know where I might find them?

THE BLUE DUKE

I only know that they were investigating the ancient Spellweaver ruins of Karran-Kural and the secrets of the soul pillars there. It is from those ancient artifacts they learned the ritual that nearly tore a hole into Carceri.



DUNJUN

Karran-Kural is the name of the place we discovered when we raided Embril's church, but we decided not to investigate.

FOPPISH DALLEN

I remember.

THE BLUE DUKE

They may have retreated there to regroup. I don't know what they may be up to, but I do know that the recent strange murders around Cauldron are most likely connected to whatever they are plotting.

FOPPISH DALLEN

I see. Thank you for this information. What will you do now? Are you looking for work? Because we have need for strong fighters.

THE BLUE DUKE

Thank you for your offer, but I have already accepted a mercenary position much farther north from here. With the Witch King of Vassa. In fact, anyone here wish to join me? The Witch King is drafting an army.



CLESCET

I will go! There is too much peace here now for my liking.

THE BLUE DUKE

What is your profession?

CLESCET

Assassin. And one day, I plan to be the grandfather of them all...

The Grandfather of Assassins

More Bloodstone Wars setup! In my campaign world, Clescet becomes the Grandfather of Assassins! Perhaps future PCs will face him, if I ever get a chance to run that campaign...

MAAVU

Next, I present the Stormblades, and their parents, Lords and Ladies of Cauldron.



FOPPISH DALLEN

Your crimes against the citizens of Cauldron cannot be forgiven. For your transgressions, I hereby banish all of you from this city upon pain of death. Your wealth and assets will be seized and used to rebuild the city you helped destroy.



BESWINK LATHENMIRE

This is outrageous!



LORD ANKHIM TASKERHILL

Who do you think you are? You are just a pirate!

FOPPISH DALLEN

Keep wagging your tongue and I will have it removed.



LORD ZACHARY ASLAXIN I

I invoke the Law of Lords! As you are now an official Lord of Cauldron, another noble may challenge you to a duel for the right to rule!

FOPPISH DALLEN

Are you challenging me?

LORD ZACHARY ASLAXIN I

Not me—my son!



ZACHARY ASLAXIN II

I challenge you!



DUNJUN

Oh, dear.



Dallen and Zachary square off. Zachary proves to be a master swordsmen, but Dallen was a swashbuckler in earlier levels and is no stranger to the blade. Being sportsmanlike, Dallen does not use his magic, and manages to slay Zachary with only his sword.

LORD ZACHARY ASLAXIN I

NOO!!! My boy!

FOPPISH DALLEN

Anyone else?

DUNGEON MASTER

No one else steps forward.

FOPPISH DALLEN

Now get out of my city.



CORA LATHENMIRE

You haven't heard the last of the Stormblades!



CELESTE

Well done, Dallen.



CELESTE

I think you have it from here. I am leaving Cauldron for now, but I'm sure our paths will cross again. But for now, there are other evils rising throughout the region, and I am needed.

FOPPISH DALLEN

You are welcome any time.

After the meeting is adjourned, Dallen and Dunjun decide to pay a little visit to Karran-Kural...



DUNGEON MASTER

The entire complex is lit by small panels set flush with the ceiling; these panels shed a pale blue light. Strange glassy circles, each roughly five feet in diameter, checker the length of the hallways' floor. Under each disc, a six-armed humanoid figure hangs motionless as if suspended in fluid or encased in glass.

DALLEN

Spellweavers. This would explain where they got that spellweaver skeleton we fought in the lair of those giants.



DUNJUN

Are they dead?

DUNGEON MASTER

Long dead. But as you pass them, they behave as if alive. Some jerk violently away from you, as if sensing your presence. Some open their mouths in powerful screams, but totally silent. Other move their arms languidly in patterns resembling arcane spellcasting.

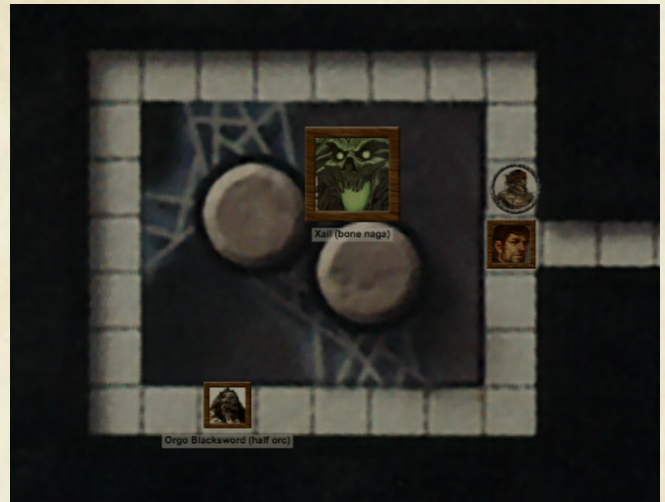
DALLEN

Creepy. Let's get the hell out of here.

DUNJUN

I'm with you.

They continue on their way, and soom come upon a menacing half orc and bone naga!



BONE NAGA



ORGO

I was hoping you would show up. I've been dreaming of facing you one day!



ORGO

Unfortunately for Orgo and Xail the bone naga, they don't last too long against the very experienced adventurers. The duo continues on until they come upon a chamber with Fetor the Cagewright, a dracolich —and a half-fiend/half-undead ORBIUS!!!



FETOR

Welcome to Karran-Kural, friends. But I'm afraid you're too late.

DALLEN

I recognize this Cagewright.

DUNGEON MASTER

He was at the Demonskar Ball, along with many of the others.

DALLEN

You're a long way from the party, pal. As the new Lord Mayor of Cauldron, I demand you turn yourself in and hand over the whereabouts of your remaining co-conspirators so they can be brought to justice.

FETOR

Ah, yes. I heard there was a new Lord Mayor in town. I wonder, how goes your little city? I heard troubling rumors about a rash of bizarre murders...

DALLEN

What do you know of it?

FETOR

Far more than you. You see, the Soul Pillars you see around you yielded up more than just portal secrets. It also allowed us to free our lord Adimarchus's mind, even though his body remains trapped in Carceri. But his will is formidable, and even a whisper from Adimarchus is enough to drive mortals mad! I suspect your precious city is close to erupting a second time!

DALLEN

Where are they?!

FETOR

Enough talk—destroy them!

DUNJUN

Pointing Steam-O at the beholder Ready for round two?

DUNGEON MASTER

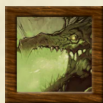
It just sort of stares at you in undead.

DUNJUN

tsk tsk, how the mighty have fallen!

DUNGEON MASTER

Suddenly, the green dragon dracolich stares at you, Dallen.



VITTRIS

Son of Adimarchus, holder of the Burning Eye, I offer you a deal.

DALLEN

I'm listening.

VITTRIS

Slay this mortal and return my phylactery to me, and I will serve you for 100 years.

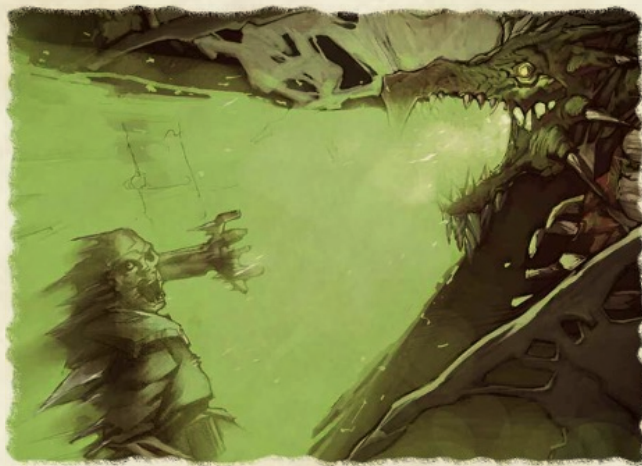
DALLEN

(grins)

FETOR

TRAITOR!!!

The battle is brief but bloody, with Vittris delivering the final blow once he saw Fetor was doomed...



DALLEN

Now I have a dracolich! Ho, ho, ho!

And that's where we left off. Until next time!

Joining game...

Dallen Yadwrick has connected.

Dunjun has connected.

Dallen learned from his new dracolich retainer that Emrbil and the remaining Cagewrights were hiding out in the ruins of Shatterhorn, and ancient yuan-ti stronghold deep in the jungle...

In the dungeon, they make their way through yuan-ti, straggling Cagewrights, and other dangers...





Until at last they come to the final chamber...

DUNGEON MASTER

"The murals that adorn the walls of this irregularly shaped room depict scenes of yuan-ti engaging in carnal pleasures and offering sacrifices to an aspect of their dread god, who appears as an enormous serpent with multiple heads—vaguely humanoid, others snakelike. Ahead of you, you see Embril lying atop a black crystal slab in the middle of the room. An enigmatic figure looms above her—a scrawny white-skinned humanoid dressed in black robes, with a vaguely bird-like face, large dark eyes, a long neck, and six spindly arms. It waves its arms over the woman, as though unleashing some invocation." ROLL FOR INITIATIVE!!!





DALLEN

Fucking spellweavers.

Fucking spellweaver indeed! Its ability to cast multiple spells at once proves to be a very dangerous prospect for our heroes, but thanks to Fate Points (all of them, actually) they barely managed to survive the encounter—but not before the spellweaver opens a portal, through which Embril escapes! With no choice if they hoped to not lose her, our two heroes leapt after!

And that's where we left off—until next time!

CHAPTER TWELVE: ASYLUM



Joining game...

Dallen Yadwrick has connected.

Dunjun has connected.

The final showdown. Dallen and Dunjun appear in the prison realm of Carceri, chasing after the priestess Embril before she can release Adimarchus from his prison!

After a few encounters, the heroes came upon the prison Skullrot!



Inside, they are confronted by one of the Lords of Four—Dark Myrakul, and several demodand guards!



Dark Myrakul



But finally, they come face to face with Embril outside the cage holding Adimarchus, Demon Lord of Madness!



EMBRIL

You have arrived in time to witness the unleashing of Adimarchus!

DUNGEON MASTER

With that, Embril casts a quickened spell, and a clawing white flame erupts around her! Her screams are drowned out by the ROAR of the flames, and soon, there is nothing left but ash... then, slowly, the cage door swings open, and Adimarchus, the Fallen Angel, Demon Lord of Madness, emerges!



Adimarchus in angelic and demonic forms

The battle takes both Dallen and Dunjun down below 10 hps each, but—

DUNJUN

That's 15 points of damage!

DUNGEON MASTER

That'll do it!

DUNJUN

Boo-ya!

DUNGEON MASTER

Your wrench-like war-hammer Steam-o strikes Adimarchus in the skull—there is a brilliant beam of light from the CRACK that opens in his skull. More cracks like spiderwebs rapidly branch out across his gleaming body, spilling more light out—so bright it's impossible to see! But then, suddenly, the light is gone... and so is Adimarchus.... But in his place, is ANOTHER Adimarchus. His other side—his true demonic form! ROLL FOR INITIATIVE!



DUNJUN

Are you fucking kidding me right now?!

DUNGEON MASTER

Afraid not. Time for round 2, suckas! What did you expect? This is the final battle of the campaign!!!

DALLEN

Dallen takes a deep breath. Looks stoically at his twisted father, grips his *staff of the magi* tightly in both fists, and looks at Dunjun. "Run."

DUNJUN

Oh, shit! I see what he's about to do. I give him a grim nod, "You will not be forgotten!" And I beat cheeks the hell out of there!

DUNGEON MASTER

You take off running. Adimarchus doesn't take his eyes off of Dallen.

DALLEN

Once Dunjun is safely away, I look at my father dead in the eyes—and SNAP the staff over my knee!

DUNGEON MASTER

How many charges left?

DALLEN

Thirty five. Which is 560 damage.

DUNGEON MASTER

Okay. So, Dunjun escapes the building and—KA-BOOM!!! The entire upper half EXPLODES in a powerful shockwave! The rest of the building collapses, like the Tower of Mordor. Then, you see a light descend and slowly take form...





NIDRAMA

Dallen has fulfilled his destiny. The tortured soul of Adimarchus is now at peace.

DUNJUN

nods So... do you think I can get a ride back to the Material Plane?

Fade to black...

...fade in...

DUNGEON MASTER

On the howling realm of Occipitus, that twisted layer of the Abyss, a bulge on the field of flesh pulses and grows. It swells until it's as large as a cottage, and then POPS, releasing a splashing wave of pus. A naked figure is swept forth.

DUNJUN

Oh, yum.

DUNGEON MASTER

Dallen, you rise to your feet, pus dripping off of your new form. It's identical to your last, but you are now an Outsider. You look up at the swirling tempest of a sky above with your one human eye, and your own flaming eye. You raise your arms, and the land around you begins to rise, twist, and form into your vision. You are now the new Demon Lord of Occipitus!!!

The troubles of the Chultan Peninsula continue in the sequel campaign, [AGE OF WORMS!](#)

MORE NERD STUFF

About a year after this campaign started, so late 2010, I began working at [The Pokémon Company International](#) in Bellevue, WA (still there as time of this writing, in November of 2023).

The first team I was on was US Editing, working alongside D&D alum [Wolfgang Baur](#), and because of my work with Paizo, I wound up doing a bunch of freelance for his [Kobold Press](#) company. Mostly I contributed to his magazine, Kobold Quarterly.

All of this preamble to say, one of the articles I wrote that I'm most proud of are torture rules. I wrote them for *Pathfinder 1st Edition*, but with slight tweaking they can work for any iteration of D&D or D20. I feel they are lost in the archives, so check it out [here!](#)

DALLEN YADWRICK, DEMON LORD OF OCCIPITUS

Medium outsider, lawful neutral

Armor Class 22 (natural armor)

Hit Points 218(23d10 + 92)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	19 (+4)	16 (+3)	18 (+4)	24 (+7)

Saving Throws Dex +13, Int +11, Wis +12, Cha +15

Skills Acrobatics +13, Arcana +11, Deception +15, History +11, Insight +12, Perception +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that are not silvered

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 22

Languages Common, Thieves' Cant

Challenge 23 (32,500 XP)

Allies. As a bonus action, Dallen can summon 1 of the following allies per round. If one of his allies are destroyed, they reform on Occipitus 1d10 days later: Seoni, Vittris, Death Slaad, Advanced Mimic, Starbrow. (See the following pages for their stats.) When summoned, the ally appears in an unoccupied square within 100 feet of Dallen.

Innate Spellcasting. Dallen's spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect magic, feather fall, knock, light, mage hand*
3/day each: *darkness, detect thoughts, disintegrate, disguise self, dispel magic, expeditious retreat, hold person, spider climb* 1/day each: *charm monster, clairvoyance, cone of cold, fireball, gaseous form, wall of fire*

Regeneration. While on the Abyssal layer of Occipitus, Dallen regains 20 hit points at the start of his turn (otherwise, 10). If he takes radiant damage, this trait doesn't function at the start of his next turn. Dallen dies only if he starts his turn with 0 hit points and doesn't regenerate.

Staff of the Magi. Dallen carries a *staff of the magi* which fully charges after a short rest. If the staff is ever farther away than 30 feet from him for longer than 1 hour, it automatically teleports back into his hands, no matter where his location in the multiverse. If this is somehow impossible, it instead appears on Occipitus, and Dallen always knows its precise location while it's on his Abyssal layer.

Undying. If Dallen is destroyed on any plane other than Occipitus, he re-forms on his Abyssal layer 1d6 days later.

ACTIONS

Multiattack. Dallen makes three attacks with his rapier plus one more action on his turn.

Rapier. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit* 15 (2d10 + 4)

Teleport. Dallen magically teleports, along with any equipment he is wearing and carrying, up to 100 feet to an unoccupied space he can see.

Staff of the Magi. Dallen uses his *staff of the magi*.

LEGENDARY ACTIONS

Dallen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Dallen regains spent legendary actions at the start of his turn.

Teleport. Dallen uses his Teleport action.

Rapier Flurry (costs 2 actions). Dallen makes three attacks with his rapier.

Casts a Spell (costs 2 actions). Dallen casts one of his available spells.

Staff of the Magi (costs 3 actions). Dallen uses his *staff of the magi*.

Abyssal Blast (costs 3 actions). Dallen launches an 8d6 *fireball* from his burning eye. Otherwise as the spell.



SEONI

Medium outsider, lawful neutral

Armor Class 13 (16 with *mage armor*)

Hit Points 110(20d8 + 20)

Speed 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Wis +8, Cha +10

Skills Perception +8, Religion +7

Condition Immunities None

Senses passive Perception 18

Languages Gnome, Common

Challenge 13 (10,000 XP)

Favored by the Gods (Recharges after a Short or Long Rest). When Seoni fails a saving throw or misses with an attack roll, she can roll 2d4 and add it to the total, possibly changing the outcome.

Unearthly Recovery (Recharges after a Long Rest). When Seoni has fewer than 55 hit points, she can use a bonus action to regain 55 hit points.

Spellcasting. Seoni is a 20th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *mage hand*, *fire bolt*, *light*, *shocking grasp*

1st level (4 slots): *mage armor*, *false life*, *inflict wounds*

2nd level (3 slots): *hold person*, *mirror image*

3rd level (3 slots): *bestow curse*, *fireball*

4th level (3 slot): *blight*, *Evard's black tentacles*

5th level (2 slot): *insect plague*, *cone of cold*

6th level (1 slot): *circle of death*

7th level (1 slot): *finger of death*

8th level (1 slot): *power word: stun*

9th level (1 slot): *meteor swarm*

Sorcery Points. Seoni has 20 sorcery points. She can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When Seoni rolls damage for a spell, she can spend 1 sorcery point to reroll up to 3 damage dice. She must use the new rolls. She can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Heightened Spell: When Seoni casts a spell that forces a creature to make a saving throw to resist the spell's effects, she can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quicken Spell: When Seoni casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

ACTIONS

+2 Dagger. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) piercing damage plus 10 (3d6) necrotic damage.

After awakening on the Abyssal layer of Occipitus, one of the first actions Dallen performed was tracking down the soul of his lost love, Seoni.



DEATH SLAAD

Medium aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 170(20d8 + 80)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 60ft., darkvision 60 ft., passive Perception 18

Languages Common, Slaad, telepathy 60ft.

Challenge 10 (5,900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The slaad can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *invisibility* (self only), *mage hand*, *major image*

2/day each: *fear*, *fireball*, *fly*, *tongues*

1/day each: *cloudkill*, *plane shift*

Magic Resistance. The slaad has advantage on saving throws against spells and other magical effects.

Magic Weapons. The slaad's weapon attacks are magical.

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (slaad form only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws (Slaad Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

Deep in the ancient kopru ruins beneath Cauldron, Dallen had met a young mud slaad. He befriended the creature. Since that time, the creature has evolved into a powerful Death Slaad, and was more than eager to join with Dallen when he offered.

VITTRIS (GREEN DRAGON DRACOLICH)

Huge undead, lawful evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40ft., burrow 30ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +12, Wis +8, Cha +10
Skills Perception +14, Stealth +6
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dracolich fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dracolich has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dracolich can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dracolich's choice that is within 120 feet of the dracolich and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dracolich's Frightful Presence for the next 24 hours.

Poisonous Breath (Recharge 5–6). The dracolich exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dracolich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dracolich regains spent legendary actions at the start of its turn.

Detect. The dracolich makes a Wisdom (Perception) check.

Tail Attack. The dracolich makes a tail attack.

Wing Attack (Costs 2 Actions). The dracolich beats its tattered wings. Each creature within 10 ft. of the dracolich must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. After beating its wings this way, the dracolich can fly up to half its flying speed.

In exchange for recovering his phylactery, Vittris agreed to serve Dallen for 100 years.

STARBROW

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 40(5d10 + 12)
Speed 40ft., burrow 15ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	2 (-4)	7 (-2)	3 (-4)

Skills Perception +0

Senses passive Perception 10

Languages –

Challenge 1 (200 XP)

Keen Smell. Starbrow has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 10ft., one target. Hit 12 (2d8 + 3) piercing damage. On a natural 19 or 20 on the attack roll, the target, if Medium size or smaller they must make a DC 13 Dexterity save or be drawn into its mouth and stored in Starbrow's cheek pouch. Starbrow can store up to 2 creatures in each cheek pouch at the same time. A creature in the pouch is Restrained, Blinded, and if they need to breathe, will begin to suffocate. A DC 13 Strength (Athletics) check is required to escape, though this is made with Disadvantage.

REACTIONS

Gobble Up. When a creature manages to break free from a cheek pouch, Starbrow makes an immediate Bite attack against it.

After becoming a Demon Lord, Dallen tracked down the soul of Keygan's dead familiar, Starbrow, and brought it to Occipitus, where he fashioned it a new—and much larger—body.

GREATER MIMIC

Large monstrosity (shapechanger), neutral

Armor Class 13

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	6 (-2)	14 (+2)	8 (-1)

Skills Stealth +7

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A creature adhered to the mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.

Ambusher. The mimic has advantage on attack rolls against any creature it has surprised.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The mimic makes three attacks: two with its pseudopods and one with its bite or acid spit.

Pseudopod. Melee Weapon Attack: +8 to hit, reach 5 ft. one target. **Hit:** 14 (2d8 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft. one target. **Hit:** 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) acid damage.

Acid Spit. Ranged Spell Attack: +5 to hit, range 60 ft., one target. **Hit:** 18 (4d8) acid damage.

GREATER MIMIC

The greater mimic is an advanced form of mimic. It normally assumes the form of large-sized objects such as a giant-sized chest, a king-sized bed, or a carriage.

During combat, it can attack twice with its pseudopods and bite those who are close enough to reach, or spit acid at distant targets.



Dallen discovered a mimic deep within the Malachite Fortress. As demon lord, Dallen returned and found the mimic, offering him a place in his retinue.